

ABSTRACT

1 A genetic algorithm machine with user-controlled parameters that is non-problem
2 specific. A user interface directly manipulates several input parameters, the number of
3 crossovers per run, the probability that any bit will be a cutpoint, and the probability that
4 any bit will be mutated, that constrain the genetic algorithm machine's solving
5 capabilities, allowing the user to control whether and how efficiently the genetic
6 algorithm evolves a best solution.

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